

```
1 #include "PlaceableActor.h"
2
3 class Door : public PlaceableActor
4 {
5 public:
6     Door(int x, int y, ActorColour colour, ActorColour closedColour);
7     virtual void Draw() override;
8
9     virtual ActorType GetType() override { return ActorType::Door; }
10    bool IsOpen() { return m_isOpen; }
11    void Open() { m_isOpen = true; }
12
13 private:
14     bool m_isOpen;
15     ActorColour m_closedColour;
16
17 };
```